

GATE 1
SUBMISSIONS

LEARNING RANGE 2001

WORKING TITLES	FIRST GRADE SCHOLAR
REFERENCE #	LNG006PC01
PROJECT TYPE	INTERNAL
DESCRIPTION	A continuation of the Learning Range presently in development for the year 2000, First Grade Scholar is designed for Grade One curriculum in Math, Language, the Sciences and the Arts. The pace, the challenges, the look and the skills required are faster and more advanced than the Kindergarten Scholar. There are Search, Rescue and Repair missions that require the knowledge learned to accomplish. You choose from the 6 intelligence types for your learning buddy in one of four subject adventures. These characters reflect the learning styles of Math (logic), Linguistic, Kinesthetic, Musical, Art (spatial) and Social. There is also a character that is the conflict character, the anti-learning character, the "Goofus" to the "Gallant" as your competition. He not only thinks learning is uncool but he creates problems that only you can resolve because of the knowledge you've gained. There are several environments to choose from: Underwater, Desert and Outer Space. There are 3 levels: To Play, To Learn and To Teach. The ultimate goal, at the highest level, is assisting the citizens of each location. The knowledge you've gained make it possible to: 1) Save the seas by restoring an ecological balance 2) Revive the lost civilization 3) A planet is off it's orbit. You need to get it back on course. The goal of these products is to provide kid-centric exposure to developmentally appropriate curriculum to enhance a natural interest in learning through play. What's new and distinguishing about these products are their CONCEPTS: Multi-intelligence exposure to various learning styles with LEGO play values CONTENTS: Single subjects experienced through 6 intelligent learning styles. APPROACHES: Play to Learn to Teach

	Learning research indicates that 85% of the information we retain is the information that we teach to others and effective learning happens when it's fun. This is the mission of the Learning Range.
FEATURES B.O.B.B.	! A multi-intelligence approach to Multi subject learning allowing the child to learn they way they are most comfortable with. Discover how your child learns best. ! Age appropriate curriculum. Allowing the child to progress at his or her pace. The right learning activities at the right time. ! Fun to play: Interact with personality driven characters in rich LEGO environments. Cooperative Learning ! experiences. Building knowledge for school readiness. ! LEGO values ! LEGO construction and deconstruction
TARGET	Boys and girls age 6 to 7 and the parents of these gifted First Grade Scholars. The parents are the primary marketing target. The children are the primary users.
RANGE	Learning Range
USP	! LEGO values ! Play to Learn to Teach ! Multiple learning styles presented ! In depth studies, at child's own pace and interest ! See B.O.B.B.
ESP	Subject is presented in a kid-friendly way to discover the joy of learning. The ability to learn at the child's pace and the child's learning style. Not "Drill and Kill" but a product the child actually enjoys to use.
COMPETITION	Jump Start Series. Learning: Reader Rabbit Series, Disney Learning: Pooh and others, Madeline teaches Math Mario Teaches series, Humongous Series: Putt Putt, Blues Clues and others
PLATFORM	PC / CD ROM/Windows 95/98 with Direct X, Pentium Processor 200Mhz, 3D acceleration: Voodoo, 32Mb sound, mouse, keyboard
COMMENTS	
SIGNATURES	



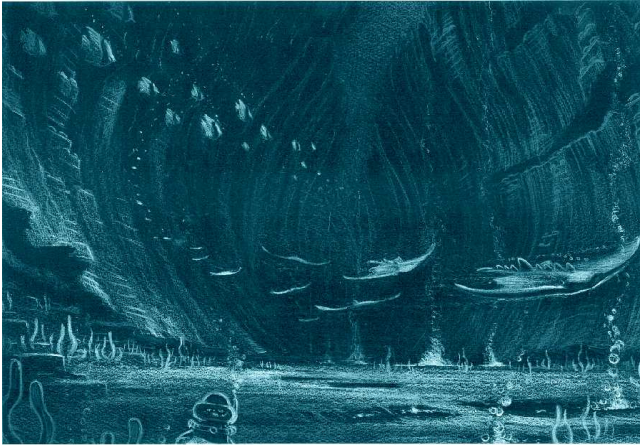
The Underwater environment is a deep-sea adventure. This is the main screen indicated. Each one of the cave locations pictured in the background are the entrances to the activity locations. It is in this main screen that you meet and greet characters and accept the challenges that lie ahead.



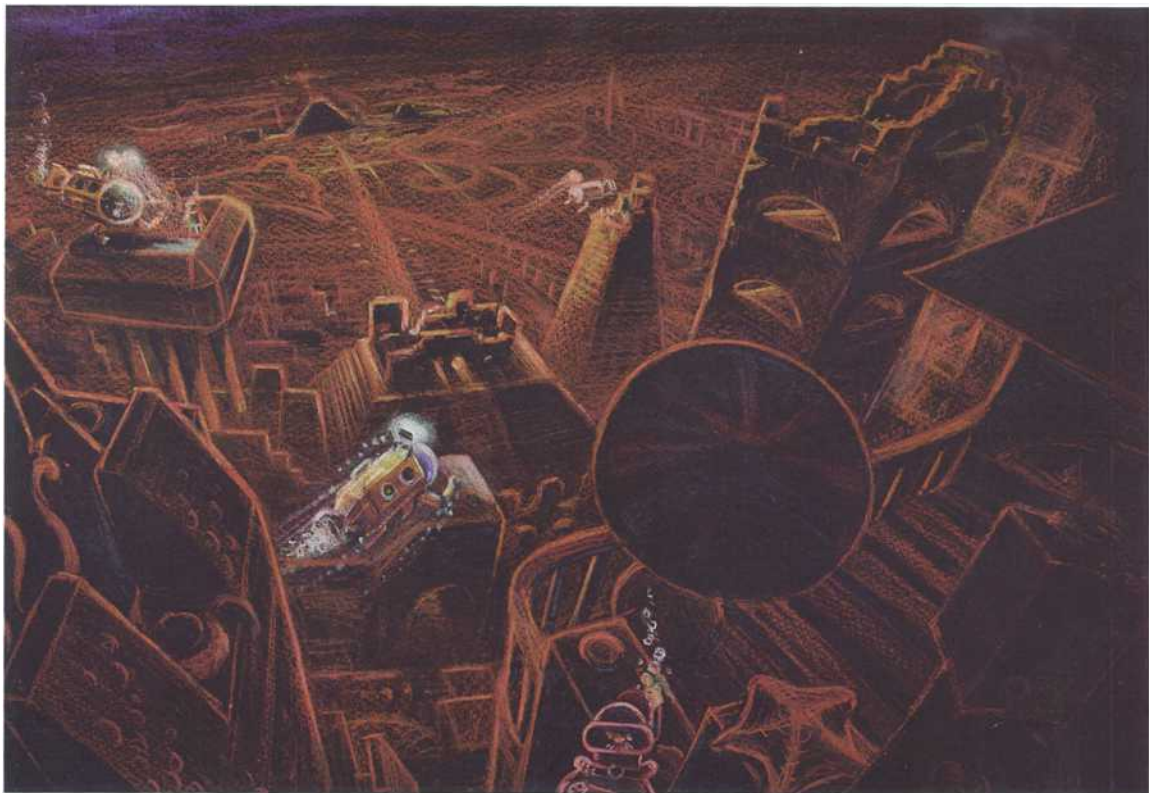
One such location is the Math cave. Here you learn about grade one math curriculum with the use of gold coin props. Math is required to further your adventures. Basic algebra, for example, is necessary to reconstruct habitats and entrances to other locations that were destroyed by someone (and we're not going to name names).



1. The language environment where you increase your vocabulary and learn grammar. By using the "fish translator" you advance your adventures.
2. The Art environment allows for creativity and study of composition and color theory.



The Music environment will offer music composition and presentation of scale and the reading of music.



This is the teaching location. It is a full scrollable environment where language, math, art and music skills are required to reconstruct and restore a civilization in jeopardy of falling apart because it's citizens forgot their basic skills. You now know them. You are needed to help.



This is the desert environment, the second location to choose from. Here, you are invited to unravel the mysteries found in the tombs. Once you've visited all the activity sights and learned the basic curriculums within, it isn't such a mystery anymore.



This is an indication of the main screen where you register, meet and greet and learn of the challenges ahead.
